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The Cave of Peril

By Xan Lynch

Quest Background

An old friend approaches you one afternoon with a story about a nearby cave full of powerful treasures. Of course, it is rumored to be gaurded by creatures too terrible to describe, but who believes rumors right?

Quest Goals

You travel to the mouth of the cave that your friend described. Steam shoots out of holes in the rock and a fetid smell fills the air. You must travel into the cave to find its riches and hopefully, return alive. You have heard stories of ancient glyphs of transport in these cave systems. It would serve you well to locate as many as possible.

Area 1

You walk into a steamy, torch lit room with a high ceiling. The sounds of feet on stone echo around the chamber as several creatures move towards you.

The master sorcerer here is Liam. He is the same as a master sorcerer but he has 5 more life and Command instead of Undying.

If Liam is killed:

As Liam's body falls to the ground you see a rune key slip from his robes

Give the heros the blue rune key.

Area 2

You walk into a large, dimly lit cavern with a foul, steaming pit in the center. Ominous screeches can be heard from small, dark passages at each side of the cave.. As your eyes begin to adjust, you see a huge Naga rise and move towards you as it orders it's gaurds to attack.

The naga here is Rhanah. Rhanah is a regular master naga with 10 extra life and 2 extra power dice. Rhanah can spend power surges for +1 damage or range per surge.

The 2 master beastmen here are Rhanah's body gaurds. They are regular master beastmen with knockback instead of command.

When Rhanah is killed:

You see a large pouch of gold coins fall from Rhanah's belt as his writhing body slowly stops twitching. As you pick them up, you hear stone scraping aginst stone and several creatures spring out of hidden compartments in the walls.

Each hero receives 150 gold coins.

The overlord may immediately play one spawn card of their choice, from the overlord deck, at no destiny cost. In addition, the overlord may play as many spawn cards as they have in their hand at normal destiny cost. All creatures from spawn cards played at this time may ignore line of site restrictions, but must be placed in area 1 or the starting area.

If the heros make it back to the glyph in the starting area:

As the last of the creatures between you and the cave entrance are slain, you make your way back out into the daylight. The cool, fresh air slowly clears the burning fumes from your lungs. You have survived the dangers of the Cave of Peril.

Treasure Chests:

Copper 1: 1 Copper treasure
Copper 2: 1 Copper treasure, 50 gold, 1 threat
Copper 3: 2 Copper treasures, 2 threats

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